

## ABSTRACT

A fault tolerant graphics controller that generates error codes for graphics commands and checks the error codes before the graphics controller executes the command. The error code generator may be configured to detect and correct errors or to just detect errors. If an error is detected or an uncorrectable error occurs, the host computing system can be informed or interrupted, the erroneous command can be flushed from the graphics controller or the commands before and after the possibly erroneous command can be stored to help determine the erroneous command. Error codes can be generated on a block basis and stored in the frame buffer, thereby having minimal impact on system performance.

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